



The 'Countries and Capitals' Nomadic Word Search

Season's greetings. This year we have a different and very accessible challenge to entertain you over the festive period. Have a go with family, friends or colleagues, and if you fancy your chances then why not submit your answers to the prize competition? You have until early February to work on it. Competition details are given on the next page. You can download extra copies from www.1stfrimleyscouts.org.uk or from the files tab on the '1st Frimley Scout Group' Facebook page.

The puzzle (in summary): Find as many **country names** and **capital city names** in the grid as you can. Form a name by starting on any letter and obtaining the next letter by repeatedly wandering to any adjacent square, up, down, left, right or diagonally. You may return to a square already used in the name, but you cannot generate a double letter by lingering on a square. (See full puzzle rules on the next page).

An example: The country **ARMENIA** is found by starting at the letter A at position (co-ordinate) E7 shaded in the grid below and then moving to positions F7, E6, E5, D6, D7 and finally back to E7.

	A	B	C	D	E	F	G	H	I	J	K	L	M	N
1	Y	K	N	A	P	Z	G	N	M	T	S	L	F	I
2	H	O	G	E	W	A	E	I	E	D	I	A	E	N
3	Q	T	R	S	E	S	L	C	X	R	N	B	L	G
4	R	A	W	C	D	R	O	A	G	L	G	O	P	K
5	Y	I	H	A	E	O	N	D	U	A	Y	C	A	S
6	N	T	Z	N	M	E	S	I	R	I	L	N	U	L
7	A	E	G	I	A	R	T	P	A	M	T	E	V	A
8	K	M	R	L	N	D	K	A	B	N	Z	U	I	T
9	M	A	E	E	C	I	J	U	M	T	A	B	W	R
10	A	B	D	R	N	A	Y	G	I	S	I	M	E	P
11	U	N	E	S	R	M	S	L	A	Z	L	K	A	U
12	G	I	T	A	M	O	T	E	R	U	E	T	R	N
13	A	L	N	O	E	Y	L	A	B	C	S	S	I	A
14	L	Z	A	C	R	N	M	G	I	O	N	A	U	L

Advice On Recording Your Answers

I recommend that you write your answers in alphabetical groupings across the two answer sheets, i.e. place answers starting with A at the top of the first page, those starting with M at the end of the first page and those starting with Z at the end of the second page, and so on. Then, when you find an answer and wonder if you have already found it, you need only look in the location appropriate to its first letter, rather than scanning the entire unordered list. It will save you lots of time.

Puzzle Rules

If you regard this as just a bit of fun then don't worry too much about these tedious rules, enjoy the hunt. However, a prize competition does need rules, so here they are:

1. Find as many **country names** and **capital city names** as you can. Each unique answer earns a point.
2. Names must be up-to-date and in their most Anglicised form, as you would find them in an English language reference. I recommend referring to Wikipedia or a modern atlas.
3. A fairly strict interpretation of what constitutes a valid country will be taken. The following are valid: sovereign states and (where applicable) their component countries, dependent territories and disputed territories. Not valid are: US states and emirates.
4. Names need not include common elements like: "(Democratic) Republic of", "The" and "Island", but they do need their North, South, East or West. The only permitted abbreviation is 'ST' for SAINT.
5. At least one country has two capitals: in such cases both are valid.
If you are in any doubt, submit your dubious answers, they won't incur deductions!
6. Each answer **must** be preceded by the position of its first letter (to demonstrate that you found it rather than guessed that it was there)! For example: **E7 ARMENIA**.
7. You do **not** get additional points for finding the same name again, either in a different location or by following a different route (there are duplicates). Neither do you get extra points if a country and a capital share the same name, nor if two or more countries share a capital city name.
8. How many answers are there? Loads. (The capacity of the two answer pages is enough for the answers put in deliberately and those I subsequently discovered, but there could be more lurking).

Prize Competition Rules (please read them carefully)

1. **Each entry costs £1** and all profits will benefit youngsters of the 1st Frimley Scout Group.
2. There are two prizes: **1st Prize:** A £25 W.H.Smith's token. **2nd Prize:** A £10 W.H.Smith's token.
3. The two entries with the most points (valid answers) will win. In the event of a tie a draw will be made.
4. Completed answer sheets must be returned to a 1st Frimley Beaver, Cub, Scout or Explorer leader by the **closing date: Sunday 8th February 2015**. If you are not directly linked to the 1st Frimley Scout Group please return your entry via the person who supplied you with the quiz.
5. If you have bought a yellow quiz sheet it is a paid up entry, return just the answer sheets in an envelope. Entries of any other type: a photocopy of a yellow quiz sheet or a print out of an electronic copy **must** be returned with a £1 entry fee. Please seal the answer sheets and the fee in an envelope.
6. Winners will be notified by Sunday 22nd February 2015. Answers and winners' names will be published at the 1st Frimley scout hut and on the group's website. No correspondence will be entered into ... etc.

Thank you very much for your support.

